

Abstract

**METHOD AND APPARATUS FOR PRINTING COMPUTER GENERATED
IMAGES**

A method (40) and apparatus (30) is described for performing image rendering of high resolution computer generated images using limited memory and constrained 5 rendering architectures. An image is segmented into a plurality of tiles (110). A graphics renderer (17), which is usually used for rendering low resolution images onto a display device (19), is used to render one tile (110) at a time. The rendered tile images are combined to form a band of the image (101) and the image data of the band (101) is transferred to a printer engine (20) for printing. Each band (101) is rendered and 10 transferred to the printer engine (20) until the whole image is printed.